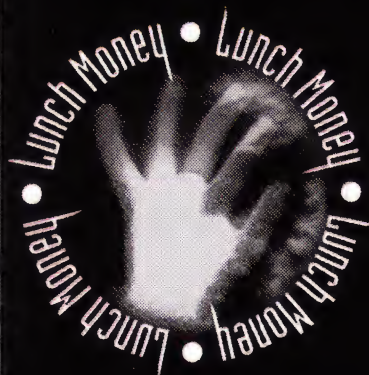


Atlas Games & Cheapass Games Present



# BUTTON MEN

by James Ernest

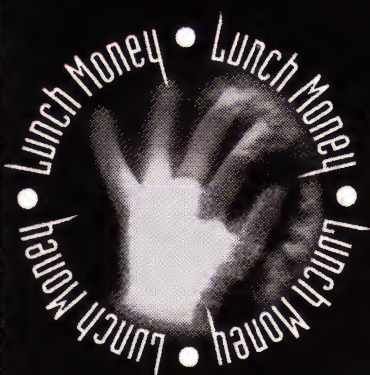
A game of brutal combat for two players.  
Each player needs a button (two are included) and several polyhedral dice.

Prudence  
wants to be an  
entomologist when  
she grows up. She  
likes chloroforming  
butterflies and  
beating people up.

Prudence  
& Charity

AG3331

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# BUTTON MEN

by James Ernest

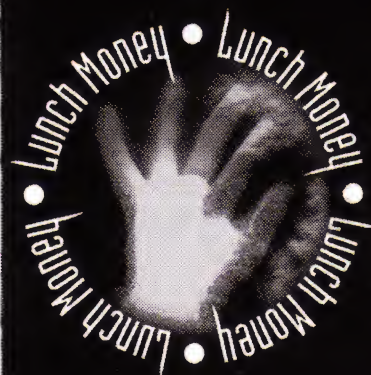
A game of brutal combat for two players.  
Each player needs a button (two are included) and several polyhedral dice.

Faith wants to be  
an eschatologist  
when she grows up.  
She likes to watch  
violent cartoons  
and beat  
people up.

Faith &  
Temperance

AG3332

Atlas Games & Cheapass Games Present



# BUTTON MEN

by James Ernest

A game of brutal combat for two players.  
Each player needs a button (two are included) and several polyhedral dice.

Hope wants to be a  
navy seal when she  
grows up. Besides  
eating her broc-  
coli, she likes to  
beat people up.

Hope &  
Chastity

AG3333

## Prudence & Charity



\$4.50  
(US)

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ATLAS  
GAMES

Charity wants to  
be a social worker  
when she grows up.  
When not making  
grouchy faces, she  
likes to beat  
people up.

[www.atlas-games.com](http://www.atlas-games.com)

## Faith & Temperance



\$4.50  
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GAMES

Temperance wants to  
be a postal worker  
when she grows up.  
She likes small  
defenseless  
animals and  
beating people up.

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## Hope & Chastity



\$4.50  
(US)

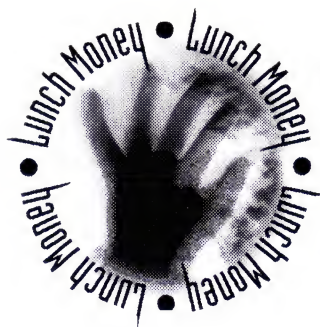
AG3333

ATLAS  
GAMES

Chastity wants to  
be an out-of-work  
actor when she  
grows up. She  
likes her ballet  
lessons and  
beating people up.

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# BUTTON MEN

## the rules

**Players:** 2

**Playing Time:** 10 minutes and up.

**Equipment:** One Button Men fighter per player; several polyhedral dice.

**Summary of Play:** Players fight several rounds of combat, rolling dice and capturing each other's dice. The first player to win three rounds wins the game.

**The Dice:** Each fighter uses several dice of different sizes, as specified by the numbers on that button. As a general rule, small dice mean speed, and large dice mean strength. Special dice are defined below:

- **"X" and "Y"** are variable dice, or "Swing Dice." You may use any die between 4 and 20 sides for X, and any die between 1 and 20 sides for Y. You can change your swing die between rounds. Note: In tournament play, each player chooses his swing die at the beginning of the match, but only the loser of each round may change his swing die.

- **Trip Dice** are represented by a number with a strike-through. They can make a special attack, called a "Trip," and they do not count for determining who goes first. In all other respects, they behave like normal dice. **Trip Attack:** Choose any one opposing die as the Target. Roll both the Trip Die and the Target, then compare the numbers they show. If the Trip Die now shows an equal or greater number than the Target, the Target is captured. Otherwise, the attack merely has the effect of re-rolling both dice. The Trip Attack counts as your one attack for the turn, and can be used instead of either basic attack.

**To Begin:** Take all of your fighter's dice and roll them. Arrange the dice in a row so they can be easily read. Whoever rolled the single lowest number will go first. If the lowest dice are tied, compare the next lowest dice, and so on until a leader is determined.

**On Each Turn:** You must make either a Power Attack or Skill Attack if you can. These attacks are defined below:

- **Power Attack:** Use one of your dice to capture one of your opponent's dice. The number showing on your die must be greater than or equal to the number showing on the die you capture. Take the captured die out of play, then re-roll the capturing die.

- **Skill Attack:** Use several of your dice to capture one of your opponent's dice. In this attack, your dice must add up exactly to the value showing on the die you capture. Remove the captured die from play, and re-roll all the capturing dice.

**Passing:** You may not pass unless you cannot make any legal attack.

**Scoring:** When both players pass, the round is over. Calculate your score as follows: For each die you captured, you score its size in points. For example, a captured 8-sided die is worth 8 points. For each die of your own which you kept, you score half its size. So, keeping your own 8-sided die is worth only 4 points. The highest score wins the round, and the first player to win three rounds wins the game.

**Ties:** If any round is a draw, re-play it.

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